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  www.ece.cmu.edu/~ece796/seminar/5/seminar/tvrml.ppt

VRML kinematic robot simulation

- Web based robot simulation using VRML - Simulation Conference ... - 7:25pm
  ieeexplore.ieee.org/.../19459/00899135.pdf?arnumber=899135

From CAD-Based Kinematic Modeling to automated robot programming

- Manufacturing Group - 7:23pm
  www.me.nus.edu.sg/students/FYP/FYPList0607/MN.pdf
- AUTOMATION AND ROBOTICS LAB - 7:05pm
  www.pitt.edu/~arlweb/Members.htm
- IngentaConnect From CAD-based kinematic modeling to automated ... - 7:04pm
  www.ingentaconnect.com/content/els/07365845/1996/000000...

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- Elsevier.com - Computer-Aided Design - 6:51pm
  www.elsevier.com/locate/cad

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- Nat' Academies Press, Unit Manufacturing Processes: Issues and ... - 12:39pm
  darwin.nap.edu/books/0309051924/html/127.html
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- Preface - 12:37pm
  deslab.mit.edu/DesignLab/pubs/preface.pdf

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L3	16	(US-20010033281-$ or US-20020123812-$ or US-20020063707-$ or US-20020167513-$ or US-20030085890-$).did. or (US-5831875-$ or US-6629065-$ or US-6963825-$ or US-4890242-$ or US-5251290-$ or US-4868766-$ or US-7002585-$ or US-6366293-$ or US-6910001-$ or US-5684725-$ or US-6219049-$).did.	US-PGPUB; USPAT	OR	OFF	2006/07/08 18:34
L4	15	L3 not L2	US-PGPUB; USPAT; USOCR	OR	OFF	2006/07/08 18:35
S1	1	"6812924".pn.	US-PGPUB; USPAT	OR	OFF	2006/07/07 12:22
S2	1	"10/827254"	US-PGPUB; USPAT	OR	OFF	2006/07/08 18:34
S3	6	("4890242" | "4968195" | "5999188" | "6271856" | "6369815" | "6452604").PN. OR ("6812924"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/07/07 12:41
S4	1845	polygon with (cone torus cylinder)	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 16:57
S5	49	polygon with (cone torus cylinder) with (model$4 simulat$4)	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 17:30
S6	9	("5265197" "5412762").pn. or ("08/046985" "09/371843" "10/388663" "10/721544" "10/743086" "10/743090" "11/442223")	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 17:02
S7	12	polygon with (cone torus cylinder) with (fitting)	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 17:49
S8	933	345/420.ccls.	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/08 15:52
S9	30	S8 and kinematic	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 17:50

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S10	241	S8 and (cone torus cylinder)	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 18:45
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S12	544	CAD with (polyhedral polygonal cone conic torus toruses cylinder cylindrical)	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 19:12
S13	25	S12 and analytic$4	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/07 19:12
S14	2785	703/1,2,7.ccls.	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/08 15:52
S15	933	345/420.ccls.	US-PGPUB; USPAT; USOCR	OR	ON	2006/07/08 15:53
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1 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(1.72 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

2 Timewarp rigid body simulation

Brian Mirtich

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(6.54 MB) Additional Information: full citation, abstract, references, citings, index terms

The traditional high-level algorithms for rigid body simulation work well for moderate numbers of bodies but scale poorly to systems of hundreds or more moving, interacting bodies. The problem is unnecessary synchronization implicit in these methods. Jefferson's timewarp algorithm [22] is a technique for alleviating this problem in parallel discrete event simulation. Rigid body dynamics, though a continuous process, exhibits many aspects of a discrete one. With modification ...

Keywords: animation, physics based modeling

3 Six degree-of-freedom haptic rendering using voxel sampling

William A. McNeely, Kevin D. Puterbaugh, James J. Troy

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(305.85 KB) Additional Information: full citation, references, citings, index terms

Keywords: force feedback, virtual environments, voxel representations

4 Collision detection for volumetric objects

Taosong He, Arie Kaufman

October 1997 **Proceedings of the 8th conference on Visualization '97**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.17 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: collision probability, distance map, octree, sphere tree, surface crossing probability, virtual reality, volume graphics, volume rendering, volume visualization, volumetric collision

5 Visibility sorting and compositing without splitting for image layer decompositions

John Snyder, Jed Lengyel

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(1.61 MB) Additional Information: full citation, references, citings, index terms

Keywords: compositing, kd-tree, nonsplitting layered decomposition, occlusion cycle, occlusion graph, sprite, visibility sorting

6 Interactive simulation of fire in virtual building environments

Richard Bukowski, Carlo Séquin

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(757.97 KB) Additional Information: full citation, references, citings, index terms

Keywords: information visualization, interactive techniques, scientific visualization, simulation, virtual reality, virtual/interactive environments

7 V-COLLIDE: accelerated collision detection for VRML

Thomas C. Hudson, Ming C. Lin, Jonathan Cohen, Stefan Gottschalk, Dinesh Manocha

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Publisher: ACM Press

Full text available: pdf(213.48 KB) Additional Information: full citation, references, citings, index terms

Keywords: collision detection, virtual reality modeling language (VRML)

8 QOTA: a fast, multi-purpose algorithm for terrain following in virtual environments

John W. Barrus, Richard C. Waters

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Publisher: ACM Press

Full text available: pdf(906.22 KB) Additional Information: full citation, references, citings, index terms

Keywords: collision detection, quadtrees, terrain following

9 I-COLLIDE: an interactive and exact collision detection system for large-scale environments

Jonathan D. Cohen, Ming C. Lin, Dinesh Manocha, Madhav Ponamgi

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: pdf(4.40 MB) Additional Information: full citation, abstract, references, citings, index terms

we present an exact and interactive collision detection system, I-COLLIDE, for large-scale environments. Such environments are characterized by the number of objects undergoing rigid motion and the complexity of the models. The algorithm does not assume the objects' motions can be expressed as a closed form function of time. The collision detection system is general and can be easily interfaced with a variety of applications. The algorithm uses a two-level approach based on pruning multiple ...

10 Session 1A: object interactions and collisions: Multi-layered deformable surfaces for virtual clothing

Wingo Sai-Keung Wong, George Baciu, Jinlian Hu

November 2004 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '04**

Publisher: ACM Press

Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, index terms

We propose a positional constraint method to solve the multi-layered deformable surface problem based on a *master-slave scheme*. This allows two or more deformable surfaces to be attached together in any orientation relative to each other for the purpose of modeling cloth attachments and multi-layered clothing. The method does not require the mesh resolution of the deformable surfaces to be the same or the matching of anchor points between layers. After the attachment process, the

surfaces ...

Keywords: collision detection, deformable surfaces, master-slave, multi-layer, non-manifold geometry, virtual clothing

11 Systems: YABLE---yet another behaviour language
Tony Burrows, David England
March 2005 **Proceedings of the tenth international conference on 3D Web technology**
Publisher: ACM Press
Full text available: pdf(195.09 kB) Additional Information: full citation, abstract, references

There is an increasing use of virtual environments for applications ranging from education to industrial processes, behavioural modification and games. While tools have been written to enable end users to generate static environments, little has been done with respect to dynamic ones, where behaviour is a major element for believability. This is still very much the province of the programmer.This paper examines the current state of virtual reality development with particular reference to the spe ...

12 Algorithms: Significant facet retrieval for real-time 3D sound rendering in complex virtual environments
Chris Joslin, Nadia Magnenat-Thalmann
October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press
Full text available: pdf(367.61 kB) Additional Information: full citation, abstract, references, index terms

Sound rendering requires that many different aspects are considered simultaneously, especially when rendering a real-time virtual environment. In 3D sound rendering, much the same as for graphics, one of the major influencing factors is the number of reflective polygons in a scene and due to the increase in the ability of most common graphics cards this number can now be very high, especially when scene designers produce an optimum scene using other optimizing tools such as Polygon Cruncher or R ...

Keywords: bounding-box, scene segmentation, sound rendering, virtual environments

13 NITPACK: An Interactive Tree Package
P. W. Gaffney, J. W. Wooter, K. A. Kessel, W. R. McKinney
December 1983 **ACM Transactions on Mathematical Software (TOMS)**, Volume 9 Issue 4
Publisher: ACM Press
Full text available: pdf(1.40 MB) Additional Information: full citation, references, citings, index terms

14 An interactive introduction to OpenGL programming
Dave Shreiner, Ed Angel, Vicki Shreiner
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(3.35 MB) Additional Information: full citation, abstract

"An Interactive Introduction to OpenGL Programming" provides an overview of the OpenGL Application Programming Interface (API), a library of subroutines for drawing three-dimensional objects and images on a computer. After the completion of the course, a programmer able to write simple programs in the "C" language will be able to create an OpenGL application that has moving 3D objects that look like they are being lit by lights in the scene and by specifying colors or images that should be used ...

15 An Interactive Simulation System for structured logic design---ISS
Takeshi Sakai, Yoshiyuki Tsuchida, Hiroto Yasuura, Yasushi Ooi, Yoshitsugu Ono, Hiroshi Kano, Shinji Kimura, Shuzo Yajima
January 1982 **Proceedings of the 19th conference on Design automation**
Publisher: IEEE Press
Full text available: pdf(758.42 kB) Additional Information: full citation, abstract, references, index terms

An Interactive Simulation System (ISS) is presented. ISS is an integrated interactive CAD system for logic design, and is configurated "module oriented" to support structured logic design. An Interactive Simulator (IS) is used for design verification. A designer can control simulation steps interactively in IS, and he can find design errors early using a good interactive interface. A Structured Hardware Design Language (SHDL) is used to describe logic designs.

16 PERUSE: An Interactive System for Mathematical Programs
William G. Kurator, Richard P. O'Neill
December 1980 **ACM Transactions on Mathematical Software (TOMS)**, Volume 6 Issue 4

Publisher: ACM Press
Full text available: pdf(1.18 MB) Additional Information: full citation, references, citings, index terms

17 Architecture to an interactive migration system (AIMS)
Barron C. Housel, Vincent Y. Lum, Nan Shu
May 1974 **Proceedings of the 1974 ACM SIGFIDET (now SIGMOD) workshop on Data description, access and control**
Publisher: ACM Press
Full text available: pdf(458.53 KB) Additional Information: full citation, abstract, references, citings, index terms

Growth in the computer industry produces a need to convert data and/or programs from one system to another from time to time. While this process has been going on for years, the techniques used to execute this task have been ad hoc and expensive. Very few aids exist on the market today to help this process. Examination into the conversion scenario reveals that the structure of a system to aid conversion should have the following features: (1) ability to extract pertine ...

Keywords: Application conversion, Application migration, Conversion aids, Data base, Data definition, Data reorganization, Data restructuring, Data translation, Interactive conversion

18 An Interactive Graphics System for custom design
P. Carmody, A. Barone, J. Morrell, A. Weiner, J. Hennessy
June 1980 **Proceedings of the 17th conference on Design automation**
Publisher: ACM Press
Full text available: pdf(2.41 MB) Additional Information: full citation, abstract, references, citings, index terms

The Interactive Graphics System/370 (IGS/370) is one of a series of highly interactive programs 1,2 used extensively within IBM for the design of multiplanar chips, macros, modules, cards, and boards. The programs were developed for IBM's internal use and are not marketed by IBM. This paper describes the hardware and system software environment and the design functions, capacity and performance of IGS/370. The geometric descriptions and associated ...

19 Algorithm 606: NITPACK: An Interactive Tree Package
P. W. Gaffney, J. Wooten and K. A. Kessel and W. R. McKinney
December 1983 **ACM Transactions on Mathematical Software (TOMS)**, Volume 9 Issue 4
Publisher: ACM Press
Full text available: pdf(407.04 KB) Additional Information: full citation, references, citings, index terms

20 An interactive codesign environment for domain-specific coprocessors
Patrick Schaumont, Doris Ching, Ingrid Verbauwhede
January 2006 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 11 Issue 1
Publisher: ACM Press
Full text available: pdf(476.61 kB) Additional Information: full citation, abstract, references, index terms

Energy-efficient embedded systems rely on domain-specific coprocessors for dedicated tasks such as baseband processing, video coding, or encryption. We present a language and design environment called GEZEL that can be used for the design, verification and implementation of such coprocessor-based systems.The GEZEL environment creates a platform simulator by combining a hardware simulation kernel with one or more instruction-set simulators. The hardware part of the platform is programmed in GEZEL ...

Keywords: Cosimulation, hardware description language, hardware-software codesign

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